What Is Claimed Is:

1.   1.   A web-based computer system for animating text, the computer
2.   system comprising:
3.   a web browser, the web browser including
4.   a form for entering a text, the text including a plurality of
5.   characters;
6.   one or more icons for representing behaviors for the text;
7.   a web server, the web server coupled to a text animation engine,
8.   the text animation engine including an object-oriented data
9.   structure for representing the text, such that the object-oriented
10.   data structure includes a plurality of objects, wherein each
11.   character in the text is represented by an object in the plurality
12.   of objects.

1.   2.   The computer system of claim 1, wherein the web browser
2.   resides on a cellular phone.

1.   3.   The computer system of claim 1, wherein the web browser
2.   resides on an electronic personal digital assistant.

1.   4.   The computer system of claim 1, wherein the web browser
2.   resides on a web pad, the web pad further comprising a wireless
3.   device capable of accessing web pages.

1 5. The computer system of claim 1, wherein an icon from the one

2   or more icons may be dragged onto a token for an object

3   representing a character in the text, such that a behavior

4   represented by the icon is transferred to the object.

1 6. The computer system of claim 1, wherein two or more icons may

2   be dragged onto a token for an object representing a character in

3   the text, such that behaviors represented by the two or more

4   icons are transferred to the object.

1 7. The computer system of claim 1, wherein an icon for a behavior

2   may be dragged onto two or more tokens, wherein each of the

3   two or more tokens represents an object from the plurality of

4   objects, such that the behavior is transferred to each of the

5   objects.

1 8. A method of animating a text sequence by use of a web browser,

2   the method comprising:

3   entering a text sequence into a form on the web browser, the text

4   sequence comprising an ordered sequence of characters;

5   creating a plurality of objects in a server coupled to the Internet,

6   wherein each character in the sequence of characters is

7   represented by an object in the plurality of objects;

8   displaying one or more icons on the web browser, wherein the

9   one or more icons represent potential behaviors for the plurality

10   of objects.

1   9.   The method of claim 8, further comprising:

2   dragging a first icon from the plurality of icons onto a first token

3   for a first object in the plurality of objects, wherein the first

4   object corresponds to a first character in the sequence of

5   characters, such that a first behavior represented by the first icon

6   is transferred to the first object.

1   10.   The method of claim 9, further comprising:

2   dragging a second icon from the plurality of icons onto the first

3   token, wherein a second behavior represented by the second icon

4   is transferred to the first object.

1   11.   The method of claim 10, wherein the first behavior is rotation.

1   12.   The method of claim 11, wherein the second behavior is motion

2   along a path.

1   13.   The method of claim 9, wherein the first behavior is

2   automatically applied to a second object, wherein the second

3   object corresponds to a second character in the sequence of

4   characters.

1   14.   A method of watermarking a sequence of animated text, the

2   method comprising:

3   inputting a sequence of text characters from a form on a web

4   browser;

5   creating a plurality of objects to animate the sequence of text

6   characters, wherein the objects are created on a server coupled to

7   the web browser via the Internet;

8   displaying the animated sequence of text characters on the web

9   browser, such that a character in the sequence is displayed in a

10   manner differing from user specifications;

11   receiving electronic payment via the web browser;

12   redisplaying the animated sequence of text characters in response

13   to the payment, such that the animated sequence is displayed on

14   the browser in accordance with user specifications.

1   15.   A method of morphing text characters on a computer display, the

2   method comprising:

3   selecting a start character, wherein the start character is selected

4   from a plurality of characters in a font family;

5   selecting an end character from the font family;

6   accessing a data structure for the font family, the data structure

7   containing an inter-morphing sequence for each pair of

8   characters in the font family, such that the inter-morphing

9   sequence for the start character and the end character is selected

10   from the data structure.

1   16.   The method of claim 15, further comprising:

2   morphing the start character into the end character according to

3   the inter-morphing sequence for the start character and the end

4   character.

1   17.   The method of claim 15, wherein the data structure is used as a

2   default for a second font family.

1   18.   A method of generating a motion-blur effect in an animated text

2   character, wherein the animated character is displayed in a

3   sequence of frames on a computer screen, the method

4   comprising:

5   selecting a frame from the sequence of frames;

6   taking a plurality of sample images for the frame;

7   selecting a display feature of the text character for blurring over

8   the plurality of sample images;

9   averaging the display feature over the plurality of sample

10   images;

11   displaying the text character in the frame with the averaged

12   feature.

1   19.   The method of claim 18, wherein the display feature is an RGB

2   value of pixels in the plurality of samples.

1   20.   The method of claim 18, wherein the display feature is an HLS

2   value of pixels in the plurality of samples.

1	21.	The method of claim 18, wherein the display feature is an HIV
2		value of pixels in the plurality of samples.
1	22.	The method of claim 18, wherein the display feature is a color
2		model of pixels in the plurality of samples.
1	23.	A method of generating a motion blur effect in an animated text
2		sequence, the text sequence including a plurality of characters,
3		wherein the animated text sequence is displayed in a sequence of
4		frames on a computer display and the computer display is
5		coupled to an animation server, the method comprising:
6		creating a first object on the animation server, the first object
7		storing a first character in the plurality of characters;
8		creating a second object on the animation server, the second
9		object storing a second character in the plurality of characters;
10		blurring the first character on the display, wherein the first
11		character is blurred by a blurring function contained in the first
12		object.
1	24.	The method of claim 23, wherein the second character is not
2		blurred.
1	25.	The method of claim 24, wherein the first character is blurred to
2		a degree proportional to its velocity.
1	26.	The method of claim 25, wherein the first character is blurred in
2		a direction corresponding to its path.